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1 [Computing curricula 2001](#)

 September 2001 **Journal on Educational Resources in Computing (JERIC)**

 Full text available: [pdf\(613.63 KB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
[html\(2.78 KB\)](#)

2 [Eye movement analysis & visual search: 3D eye movement analysis for VR visual inspection training](#)

Andrew T. Duchowski, Eric Medlin, Nathan Cournia, Anand Gramopadhye, Brian Melloy, Santosh Nair

 March 2002 **Proceedings of the symposium on Eye tracking research & applications**

 Full text available: [pdf\(1.05 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents an improved 3D eye movement analysis algorithm for binocular eye tracking within Virtual Reality for visual inspection training. The user's gaze direction, head position and orientation are tracked to allow recording of the user's fixations within the environment. The paper summarizes methods for (1) integrating the eye tracker into a Virtual Reality framework, (2) calculating the user's 3D gaze vector, and (3) calibrating the software to estimate the user's inter-pupillary d ...

3 [Special issue on spatial database systems: Management of multidimensional discrete data](#)

Peter Baumann

 October 1994 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 3 Issue 4

 Full text available: [pdf\(2.30 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Spatial database management involves two main categories of data: vector and raster data. The former has received a lot of in-depth investigation; the latter still lacks a sound framework. Current DBMSs either regard raster data as pure byte sequences where the DBMS has no knowledge about the underlying semantics, or they do not complement array structures with storage mechanisms suitable for huge arrays, or they are designed as specialized systems with sophisticated imaging functionality, but n ...

Keywords: Multimedia database systems, image database systems, spatial index, tiling

4 Multiresolution video

Adam Finkelstein, Charles E. Jacobs, David H. Salesin

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(646.52 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: clip-art, compositing, image pyramids, multigrid methods, multimedia, scientific visualization, video editing

5 Automatic content-based retrieval of broadcast news

M. G. Brown, J. T. Foote, G. J. F. Jones, K. Sparck Jones, S. J. Young

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available:  html(51.60 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: ATM, atm, browsing, content-based retrieval, information retrieval, multimedia, television news, text subtitles

6 Zodiac: a history-based interactive video authoring system

Tzi-cker Chiueh, Tulika Mitra, Anindya Neogi, Chuan-Kai Yang

September 1998 **Proceedings of the sixth ACM international conference on Multimedia**

Full text available:  pdf(1.10 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Active harmony: towards automated performance tuning

Cristian Jăpuș, I-Hsin Chung, Jeffrey K. Hollingsworth

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**

Full text available:  pdf(659.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present the Active Harmony automated runtime tuning system. We describe the interface used by programs to make applications tunable. We present the Library Specification Layer which helps program library developers expose multiple variations of the same API using different algorithms. The Library Specification Language helps to select the most appropriate program library to tune the overall performance. We also present the optimization algorithm used to adjust parameters in the ...

8 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**


Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

9 Coding image sequences for interactive retrieval

Andrew Lippman, William Butera

July 1989 **Communications of the ACM**, Volume 32 Issue 7

Full text available:  [pdf\(1.02 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An image coding technique for digital storage of motion picture information is presented that is optimized for use in interactive systems where high quality still frames, random access, and database linkages are required.

10 Sharp or smooth?: comparing the effects of quantization vs. frame rate for streamed video

John D. McCarthy, M. Angela Sasse, Dimitrios Miras

April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [pdf\(425.93 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We introduce a new methodology to evaluate the perceived quality of video with variable physical quality. The methodology is used to evaluate existing guidelines - that high frame rate is more important than quantization when watching high motion video, such as sports coverage. We test this claim in two studies that examine the relationship between these physical quality metrics and perceived quality. In Study 1, 41 soccer fans viewed CIF-sized images on a desktop computer. Study 2 repeated the ...

Keywords: Quality of Service, eye tracking, quantization factors, video frame rate, video streaming

11 TalkBack: a conversational answering machine

Vidya Lakshminpathy, Chris Schmandt, Natalia Marmasse

November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**

Full text available:  [pdf\(1.57 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Current asynchronous voice messaging interfaces, like voicemail, fail to take advantage of our conversational skills. TalkBack restores conversational turn-taking to voicemail retrieval by dividing voice messages into smaller sections based on the most significant silent and filled pauses and pausing after each to record a response. The responses are composed into a reply, alternating with snippets of the original message for context. TalkBack is built into a digital picture frame; the recipient ...

Keywords: answering machine, computer mediated communication, conversational interface, voicemail

12 Demonstrations: Augmenting and sharing memory with eyeBlog

Connor Dickie, Roel Vertegaal, David Fono, Changuk Sohn, Daniel Chen, Daniel Cheng, Jeffrey S Shell, Omar Aoudeh

October 2004 **Proceedings of the the 1st ACM workshop on Continuous archival and retrieval of personal experiences**

Full text available:  [pdf\(2.77 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

eyeBlog is an automatic personal video recording and publishing system. It consists of ECSGlasses [1], which are a pair of glasses augmented with a wireless eye contact and glyph sensing camera, and a web application that visualizes the video from the ECSGlasses camera as chronologically delineated blog entries. The blog format allows for easy annotation, grading, cataloging and searching of video segments by the wearer or anyone

else with internet access. eyeBlog reduces the editing effort o ...

Keywords: attentive user interface, humanistic intelligence

13 Session 10: meeting support: Portable meeting recorder

Dar-Shyang Lee, Berna Erol, Jamey Graham, Jonathan J. Hull, Norihiko Murata

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available:  [pdf\(824.52 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The design and implementation of a portable meeting recorder is presented. Composed of an omni-directional video camera with four-channel audio capture, the system saves a view of all the activity in a meeting and the directions from which people spoke. Subsequent analysis computes metadata that includes video activity analysis of the compressed data stream and audio processing that helps locate events that occurred during the meeting. Automatic calculation of the room in which the meeting occur ...

Keywords: MPEG-2 compressed domain analysis, appliance, audio processing, meeting recorder, omni-directional video

14 Panoptes: scalable low-power video sensor networking technologies

Wu-Chi Feng, Ed Kaiser, Wu Chang Feng, Mikael Le Bailif

May 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 2

Full text available:  [pdf\(5.84 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Video-based sensor networks can provide important visual information in a number of applications including: environmental monitoring, health care, emergency response, and video security. This article describes the Panoptes video-based sensor networking architecture, including its design, implementation, and performance. We describe two video sensor platforms that can deliver high-quality video over 802.11 networks with a power requirement less than 5 watts. In addition, we describe the streaming ...

Keywords: Video sensor networking, adaptive video, video collection

15 Microprocessor applications in the nuclear industry

C. Dwayne Ethiridge

April 1980 **ACM SIGCAS Computers and Society**, Volume 10 Issue 3-4

Full text available:  [pdf\(986.50 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

Microprocessors in the nuclear industry, particularly at the Los Alamos Scientific Laboratory, have been and are being utilized in a wide variety of applications ranging from data acquisition and control for basic physics research to monitoring special nuclear material in long-term storage. Microprocessor systems have been developed to support weapons diagnostics measurements during underground weapons testing at the Nevada Test Site. Multiple single-component microcomputers are now controlling ...

16 Playing experience: From remote media immersion to Distributed Immersive Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis

November 2003 **Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence**

Full text available:  [pdf\(378.71 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present the architecture, technology and experimental applications of a real-time, multi-site, interactive and collaborative environment called Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live, interactive musical performances in which the participants - subsets of musicians, the conductor and the audience - are in different physical locations and are interconnected by very high fidelity multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, remote collaboration

17 Session 4: Total recall: are privacy changes inevitable?

William C. Cheng, Leana Golubchik, David G. Kay

October 2004 **Proceedings of the the 1st ACM workshop on Continuous archival and retrieval of personal experiences**

Full text available:  [pdf\(108.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Total Recall is a system that records an individual perspective of the world using personal sensors such as a microphone in a pair of glasses or a camera in a necklace. There are many applications of Total Recall -- patients accurately recording what they've recently eaten, students replaying any part of a class, and so on--that can significantly improve people's quality of life. However, data recorded by such a system may be also used by the judicial system without the consent of the user or ...

Keywords: personal sensors, privacy, record and playback

18 Handling audio and video streams in a distributed environment

Alan Jones, Andrew Hopper

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles**, Volume 27 Issue 5

Full text available:  [pdf\(1.27 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Handling audio and video in a digital environment requires timely delivery of data. This paper describes the principles adopted in the design of the Pandora networked multi-media system. They attempt to give the user the best possible service while dealing with error and overload conditions. Pandora uses a sub-system to handle the multi-media peripherals. It uses transputers and associated Occam code to implement the time critical functions. Stream implementation is based on self-contained segmen ...

19 Multimedia for tiny devices: Panoptes: scalable low-power video sensor networking technologies

Wu-chi Feng, Brian Code, Ed Kaiser, Mike Shea, Wu-chang Feng, Louis Bavoil

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available:  [pdf\(483.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Video-based sensor networks can provide important visual information in a number of applications including: environmental monitoring, health care, emergency response, and video security. This paper describes the Panoptes video-based sensor networking architecture, including its design, implementation, and performance. We describe a video sensor platform that can deliver high-quality video over 802.11 networks with a power requirement of approximately 5 watts. In addition, we describe the streami ...


Keywords: JPEG, MPEG, sensors, video sensors, video streaming



20 Passive capture and structuring of lectures

Sugata Mukhopadhyay, Brian Smith

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**

Full text available:  [pdf\(2.15 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Despite recent advances in authoring systems and tools, creating multimedia presentations remains a labor-intensive process. This paper describes a system for automatically constructing structured multimedia documents from live presentations. The automatically produced documents contain synchronized and edited audio, video, images, and text. Two essential problems, synchronization of captured data and automatic editing, are identified and solved.

Keywords: audio/video capture, educational technology, matching

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